

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine having a front and a rear disposed opposite the front and resting on a horizontal support surface, the gaming machine comprising a medal insertion slot having an opening for a player to insert a medal for playing a game,

wherein the medal insertion slot comprises a medal guide projection projecting in a forward direction of the gaming machine and configured to guide the medal to the opening,

wherein the medal guide projection comprises:

an inner peripheral part configured to be in contact with outer peripheral surface of the medal; and

a pair of projection parts disposed away from each other and projecting on top of both ends of the inner peripheral part,

wherein a horizontal line is defined as extending parallel to the horizontal support surface and extending through and between the front and rear of the gaming machine, and

wherein an angle between a ridgeline of one of the projection parts and ~~a~~ the horizontal line is configured to be different from an angle between a ridgeline of the other projection part and the horizontal line.

2. (Original) The gaming machine as claimed in claim 1, wherein the angle between the ridgeline of one of the projection parts and the horizontal line is larger than the angle between the ridgeline of the other projection part and the horizontal line.

3. (Original) The gaming machine as claimed in claim 1, wherein a height of a start point of the ridgeline of one of the projection parts on a side of the opening is configured to be the same as a height of a start point of the ridgeline of the other

projection part on the other projection part on a side of the opening.

4. (Original) The gaming machine as claimed in claim 1 further comprising a frontward projection portion configured to fix the medal insertion slot, wherein an angle between an upper face of the frontward projection portion and the horizontal line is configured to be substantially equal to the angle between the ridgeline of the other projection part and the horizontal line.

5. (Original) The gaming machine as claimed in claim 1, wherein an angle between the horizontal line and a line connecting a top of one of the projection parts and a bottom of the one of the projection parts is configured to be smaller than an angle between the horizontal line and a line connecting a top of the other projection part and a bottom of the other projection part.

6. (Currently Amended) A gaming machine having a front and a rear disposed opposite the front and resting on a horizontal support surface, the gaming machine, comprising:

a game medium insertion slot having an opening for a player to insert a game medium for playing a game,

wherein the opening is formed so that the player can insert the game medium with both sides of the game medium substantially parallel with a front of the gaming machine,

wherein the game medium insertion slot includes a game medium guide projection projecting in a forward direction of the gaming machine and configured to guide the game medium to the opening,

wherein the game medium guide projection includes an inner peripheral part which is a circular arc in a cross section substantially parallel with the front of the gaming machine configured to be in contact with a part of an outer peripheral surface of the game medium and a pair of projection parts disposed away from each other and projecting on top of both ends of the inner peripheral part, and

wherein a horizontal line is defined as extending parallel to the horizontal support surface and extending through and between the front and rear of the gaming machine, and

wherein an angle γ between a ridgeline of one of the projection parts and ~~a~~the horizontal line is configured to be different from an angle β between a ridgeline of the other projection part and the horizontal line.

7. (Previously Presented) The gaming machine as claimed in claim 6, wherein the angle γ between the ridgeline of the right projection part and the horizontal line is larger than the angle β between the ridgeline of the left projection part and the horizontal line for inserting the game medium with the right hand of the player.

8. (Previously Presented) The gaming machine as claimed in claim 6, wherein the angle γ between the ridgeline of the left projection part and the horizontal line is larger than the angle β between the ridgeline of the right projection part and the horizontal line for inserting the game medium with the left hand of the player.

9. (Previously Presented) The gaming machine as claimed in claim 6, wherein a height of a start point of the ridgeline of the one of the projection parts on a side of the opening is configured to be the same as a height of a start point of the ridgeline of the other projection part on the other projection part on a side of the opening.

10. (Previously Presented) The gaming machine as claimed in claim 6, further comprising a frontward projection portion configured to fix the game medium insertion slot,

wherein an angle α between an upper face of the frontward projection portion and the horizontal line is configured to be substantially equal to the angle β between the ridgeline of the other projection part and the horizontal line.

11. (Previously Presented) The gaming machine as claimed in claim 6, wherein an angle θ_R between the horizontal line and a line connecting a top of the one of the projection parts and a bottom of the one of the projection parts is configured to be smaller than an angle θ_L between the horizontal line and a line connecting a top of the other projection part and a bottom of the other projection part, wherein the respective tops and bottoms are located on respective sides of the respective projection parts.

12. (Previously Presented) The gaming machine as claimed in claim 6, further comprising:
a variable display device for variably displaying a plurality of symbols;
an internal lottery device configured to carry out an internal lottery of the game with a random number at a predetermined timing;
a stop control device configured to stop at least one of the symbols of the variable display device based on the result of the internal lottery carried out by the internal lottery device; and
a game medium payout device configured to pay out the game medium to the player in a case where a stop state of the variable display device stopped by the stop control device corresponds to a predetermined stop state.

13. (Previously Presented) The gaming machine as claimed in claim 12, further comprising a plurality of types of operation devices with which the player stops at least one of the symbols of the variable display,
wherein the stop control device is configured to stop at least one of the symbols based on the internal lottery carried out by the internal lottery device and on a stop operation of each of the operation device.

14. (Currently Amended) A gaming machine having a front and a rear disposed opposite the front and resting on a horizontal support surface, the gaming machine, comprising:

a game medium insertion slot having an opening for a player to insert a game medium for playing a game,

wherein the game medium insertion slot comprises a game medium guide projection projecting in a forward direction of the gaming machine and configured to guide the game medium to the opening,

wherein the game medium guide projection includes:

an inner peripheral part configured to be in contact with outer peripheral surface of the game medium; and

first and second projection parts disposed away from each other and projecting on top of both ends of the inner peripheral part,

wherein a horizontal line is defined as extending parallel to the horizontal support surface and extending through and between the front and rear of the gaming machine.

wherein an angle γ between a ridgeline of the first projection part and a the horizontal line is configured to be different from an angle β between a ridgeline of the second projection part and the horizontal line,

wherein the first projection part has a side surface that is curved downward along a widthwise direction of the gaming machine, and

wherein an angle θ_R between a line connecting a top and a bottom of the first projection part and the horizontal line is configured to be smaller than an angle θ_L between a line connecting a top and a bottom of the second projection part and the horizontal line.

15. (Previously Presented) The gaming machine according to claim 14, wherein the second projection part has a side surface that is curved downward along the widthwise direction, and

wherein the side surface of the first projection part has a part having a curvature smaller than that of the side surface of the second projection part in a plane perpendicular to the horizontal line and parallel to the widthwise direction.

16. (Previously Presented) The gaming machine according to claim 15, wherein the first projection part is disposed at a right side to the player with respect to the second projection part.

17. (Previously Presented) The gaming machine according to claim 14, wherein the angle γ between the ridgeline of the first projection part and the horizontal line is configured to be larger than the angle β between the ridgeline of the second projection part and the horizontal line.

18. (Previously Presented) The gaming machine according to claim 14, wherein a height of the ridgeline of the first projection part at an end near to the opening is configured to be same with a height of the ridgeline of the second projection part at an end near to the opening.

19. (Previously Presented) The gaming machine according to claim 14 further comprising a frontward projection portion on which the game medium insertion slot is mounted,

wherein an angle α between an upper surface of the frontward projection portion and the horizontal line is configured to be substantially same with the angle β between the ridgeline of the second projection part and the horizontal line.

20. (Currently Amended) A gaming machine having a front and a rear disposed opposite the front and resting on a horizontal support surface, the gaming machine, comprising:

a game medium insertion slot having an opening for a player to insert a game medium for playing a game; and

a frontward projection portion on which the game medium insertion slot is mounted,

wherein the game medium insertion slot comprises a game medium guide projection projecting in a forward direction of the gaming machine and configured to guide the game medium to the opening,

wherein the game medium guide projection includes:

an inner peripheral part configured to be in contact with outer peripheral surface of the game medium; and

first and second projection parts disposed away from each other and projecting on top of both ends of the inner peripheral part,

wherein the first projection part is disposed at a right side to the player with respect to the second projection part,

wherein a horizontal line is defined as extending parallel to the horizontal support surface and extending through and between the front and rear of the gaming machine,

wherein an angle γ between a ridgeline of the first projection part and ~~a~~the horizontal line is configured to be larger than an angle β between a ridgeline of the second projection part and the horizontal line,

wherein a height of the ridgeline of the first projection part at an end near to the opening is configured to be same with a height of the ridgeline of the second projection part at an end near to the opening,

wherein the first projection part has a side surface that is curved downward along a widthwise direction of the gaming machine,

wherein the second projection part has a side surface that is curved downward along the widthwise direction,

wherein the side surface of the first projection part has a part having a curvature smaller than that of the side surface of the second projection part in a plane perpendicular to the horizontal line and parallel to the widthwise direction,

wherein an angle θ_R between a line connecting a top and a bottom of the first projection part and the horizontal line is configured to be smaller than an angle θ_L between a line connecting a top and a bottom of the second projection part and the horizontal line, and

wherein an angle α between an upper surface of the frontward projection portion and the horizontal line is configured to be substantially same with the angle β between the ridgeline of the second projection part and the horizontal line.

21. (Previously Presented) The gaming machine according to claim 20, wherein the second projection part has a side surface that is curved downward along the widthwise direction, and

wherein the side surface of the first projection part has a part having a curvature smaller than that of the side surface of the second projection part in a plane perpendicular to the horizontal line and parallel to the widthwise direction.

22. (Previously Presented) The gaming machine according to claim 21, wherein the first projection part is disposed at a right side to the player with respect to the second projection part.

23. (Previously Presented) The gaming machine according to claim 20, wherein the angle γ between the ridgeline of the first projection part and the horizontal line is configured to be larger than the angle β between the ridgeline of the second projection part and the horizontal line.

24. (Previously Presented) The gaming machine according to claim 20, wherein a height of the ridgeline of the first projection part at an end near to the opening is configured to be same with a height of the ridgeline of the second projection part at an end near to the opening.

25. (Previously Presented) The gaming machine according to claim 20 further comprising a frontward projection portion on which the game medium insertion slot is mounted,

wherein an angle α between an upper surface of the frontward projection portion and the horizontal line is configured to be substantially same with the angle β between the ridgeline of the second projection part and the horizontal line.